



“ The best thing ol' Al ever did for his place was Pulsar. It's more than a game. It's a sport. I like its guts. I mean, the better I get, the tougher it gets. See, you're slidin' through the maze blastin' away, the Pulsar heart-beat is keepin' time. Then, just when you think you've got it whipped, in comes a new maze and you gotta change your

‘Fingers’ Malloy for Pulsar

game plan. Hey, I may have the touch, but I don't have Pulsar aced. It's the only game in town that keeps comin' back for more. So I do too. I'll bet ol' Al figures he's got a gravy train with Pulsar, and he's right. Cause I'll tell you one thing, if you're not playing Pulsar, you're just playing games. And you can quote me on that. ”

Gremlin/SEGA

"Check it out!"

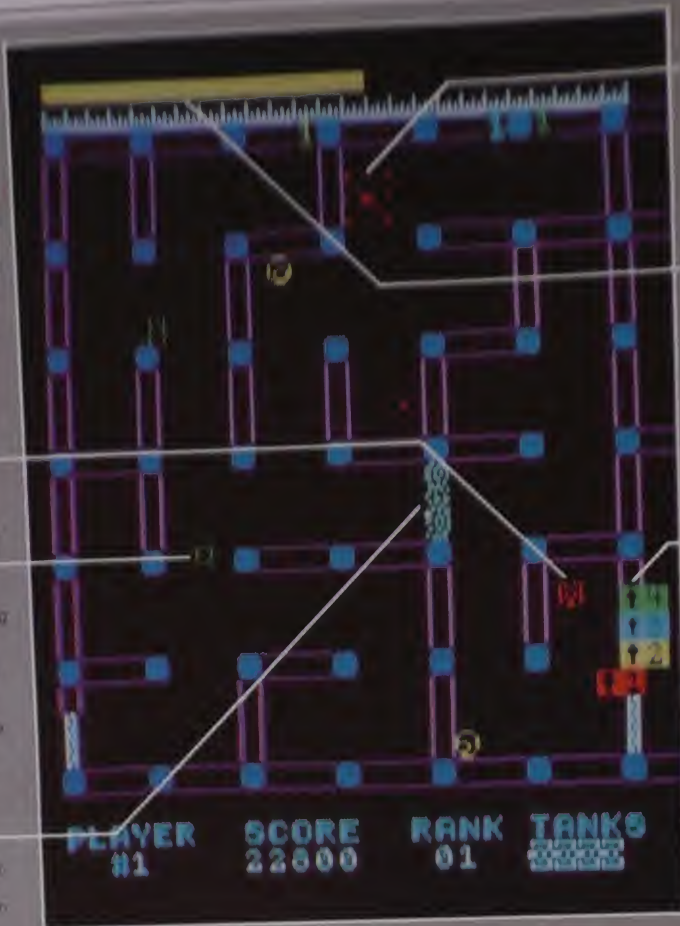


Crude the maze through the changing maze and discover the treasure keys in three color (red, green, blue). Every round presents the player with a new assessment.

Score points to earn more lives by placing enemy aggressors and by unlocking the locks.

Yellow enemy aggressors move along the walls. Green aggressors travel at random. Red enemies bounce and bounce off walls. All three faster and shoot more frequently with each round, and they also become worth more points.

Avoid the constantly changing "force field" walls. The player is destroyed if caught in one.



Blue the bridge target and a double bonus are earned.

Open the locks to earn bonus points.
• By unlocking all the locks in any sequence.

• and bonus points are calculated based on how much time remains after all locks are opened—the less time used, the more points scored.

• double bonus points are earned by unlocking the locks in 1, 2, 3, 4 sequence.

Seven realistic sound effects:
• the continuous Pulsar heartbeat
• the electric sizzle of force-field walls
• the clanging of shifting walls
• the clanging sound of the player's fire
• the piercing shots of the aggressors
• the sound that signals the shift to a new maze
• the exploding clatter of bonus points

PULSAR

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Gremlin/SEGA

Gremlin Industries, Inc. 8401 Aero Drive, San Diego, California 92123, TLX: 910-355-1621
 Sega Enterprises, Ltd., P.O. Box 63, Tokyo Airport Post Office, Tokyo 149, Japan
 Sega Europe Limited, 15 Old Bond Street, Mayfair, England, London W1X3DB

INTRODUCING
Pengo[™]
THE NEW STAR
OF CARTOON
VIDEO GAMES

SEGA[™]

PENGO™ IS COMING!



*The new Star of
video cartoon games
is about to be unveiled.*

FROM THE MASTER DESIGN ENGINEERS OF

SEGA

Sega Enterprises, Inc., 2029 Century Park East, Los Angeles, CA 90067 TLX 688433

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UNIC

JVC

CP-5200U

COLOR VIDEO CASSETTE PLAYER



STILL-PICTURE PLAYBACK CAPABILITY

Cabinet: Brushed metal grain

CP-5200U



- ① Loading lamp
- ② Tape counter
- ③ Repeat lever
- ④ Audio select lever
- ⑤ Color lock control knob
- ⑥ Tracking control knob
- ⑦ Power switch
- ⑧ Power indicator lamp
- ⑨ Eject lever

- ⑩ Cassette housing
- ⑪ Still lever
- ⑫ Skew control knob
- ⑬ Indicator lamps
- ⑭ Rewind button
- ⑮ Stop button
- ⑯ Play button
- ⑰ Fast forward button
- ⑱ Auto and S/W select switch

- ⑲ TV monitor connector
- ⑳ RF unit compartment
- ㉑ Audio output jacks
- ㉒ Video output connector
- ㉓ Antenna connector
- ㉔ RF output connector
- ㉕ Remote control connector
- ㉖ AC input terminal
- ㉗ Circuit breaker

ADDED CONVENIENCE IN PROFESSIONAL VIDEO PROGRAMMING

The CP-5200U has been designed in response to widespread demand for a 3 1/2" color VCR with excellent still frame capability. It provides still picture viewing for detailed analysis, an added convenience in any type of training or educational programming.

The optional plug-in RF converter provides you with the added option of not only playing back through a monitor but also regular TV receiver.

The U-type VCR has created an entirely new dimension in corporate, educational and government communications, and the CP-5200U provides just the added convenience to meet your professional video programming needs.

Sharp, clear picture

Highly visible, sharp images and well-defined colors are provided by the ACC (Automatic Color Control) and Double-Function APC (Automatic Phase Control) circuits to give you remarkably true-to-life colors.

Still frame playback

During playback, you can stop the action to analyze individual pictures. The still playback lever gives you an instant playback pause to have stills flow still pictures.



Built-in drop-out compensator

For tape alterations caused by oxide abrasion, compensation is provided to assure you of watching clear pictures.

Automatic repeat

Many like to hear repeat on the full repeat you can automatically play back desired programs as many times as you wish.

When the REPEAT lever is in the FULL position, the entire tape is played back repeatedly. In the COUNT position, the tape runs automatically when the tape counter reaches "000" and replays from the beginning to that point in position.



Stereophonic or bilingual sound track available

For greater operational flexibility, our video standards allow simultaneous (or independent) playback of two different sound tracks — two existing tracks or stereophonic or bilingual tracks or other having audio cue tones.

Four-light operation buttons

All automatic-operation control buttons are functionally arranged and can be controlled with a single light touch.



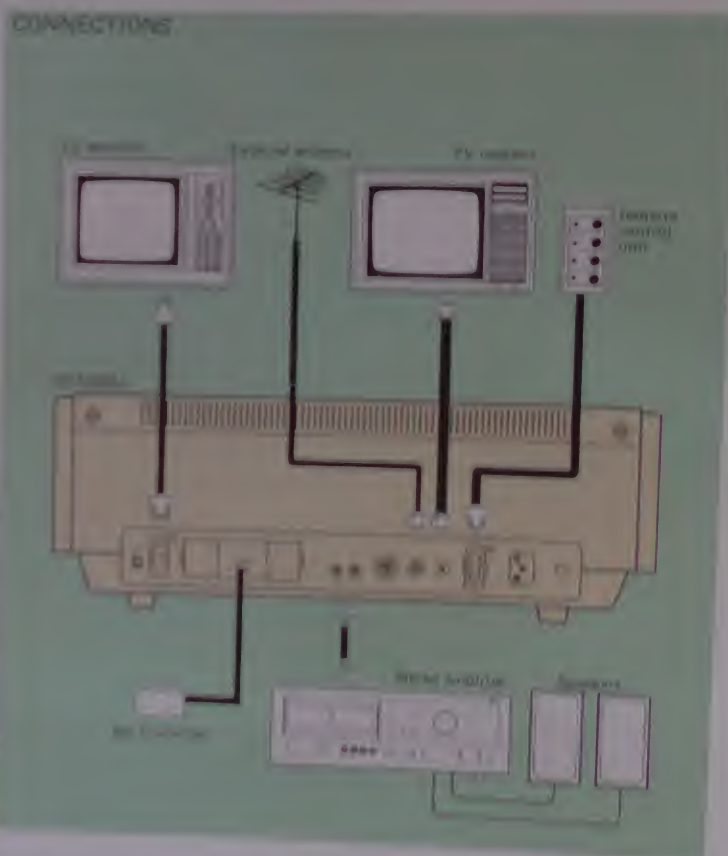
Playback on regular TV receiver

Using the plug-in video RF converter (optional), you can enjoy clear, color video-camera programs on 30 channels your TV set.

Remote control (optional)

Just plug the remote control into control #0 into the CP-5200U and you have operating control on Play, Stop, Forward and Fast Forward modes from a distance.



Amelito yagouba

Design and construction subject to change without notice.

PROFESSIONAL VIDEO DIVISION
US-ABC Corp.

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**The
Games
People
Really
Play!**

Gremlin/SEGA

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WYACO GP
THE SUPER RACER

Here are some outstanding features:

- Combination time and remaining-car play.

If the player's score is over 2,000 when time runs out, a bonus car is awarded and play continues until the 2nd car crashes.

Additional cars are also awarded at 4,000 5,000 and 8,000 points.

- The ultimate in realism.

The road has narrow and wide portions, slip zones, tunnels (Player's car lights go on), water puddles, 2-lane bridge and graveled sections. Player must also yield right of way to emergency vehicles which rush by with screaming sirens.

- Dynamic sound effects.

3 different sound effects from front and back of the driver for added realism.

- Score ranking display spurs player's competitive instinct.

- Completely new streamlined cabinet.

How To Play

- Insert coin to start game. Shift into low gear and step on the accelerator. Shift into high for top speed and points.
- Player plays against time until timer drops to zero. However if player's score is over 2,000 extended play is possible until the player crashes all of his bonus cars.
- Score advances twice as fast when passing through tunnels or over slip zones or water puddles.
- Player's car increases in speed when score exceeds 5,000 and when score exceeds 8,000 the speed of the opponent's car will change making play more difficult.

Size: W 70cm x D 171cm x H 130cm
Screen: 20" Color

SEGA "SPACE ATTACK"

A space theme depicting battle with creatures from outer space. Creatures from outer space attack in waves to destroy the naval base. The player moves his ship with the control lever to evade enemy fire and, at the same time, attempts to shoot down as many creatures as possible by depressing the firing button on the control lever and releasing laser beams.

If player scores over 10,000 points (or 15,000 points), he wins an extra battleship.

If all creatures are shot down twice, their base spacecraft appears and, if the player also hits the base spacecraft, he will be awarded an extra battleship.

Game is over if all battleships are destroyed or if even one creature manages to reach the base.

In a 2 player game, the players alternate when a battleship is hit by the enemy.

Scores are 100 points, 200 points and 300 points for the different creatures.

This game is provided with a credit mechanism and high scores down to 3rd place are displayed.

Game also available in the popular cocktail table version in addition to SEGA's unique game stand models.

Dimensions: W63cm X D100cm X H170cm

Power: 100V, 105W, 50/60 Hz.

Screen: 20" Black & White (14" color in cocktail table and 16" color in game stand)

INVINCO

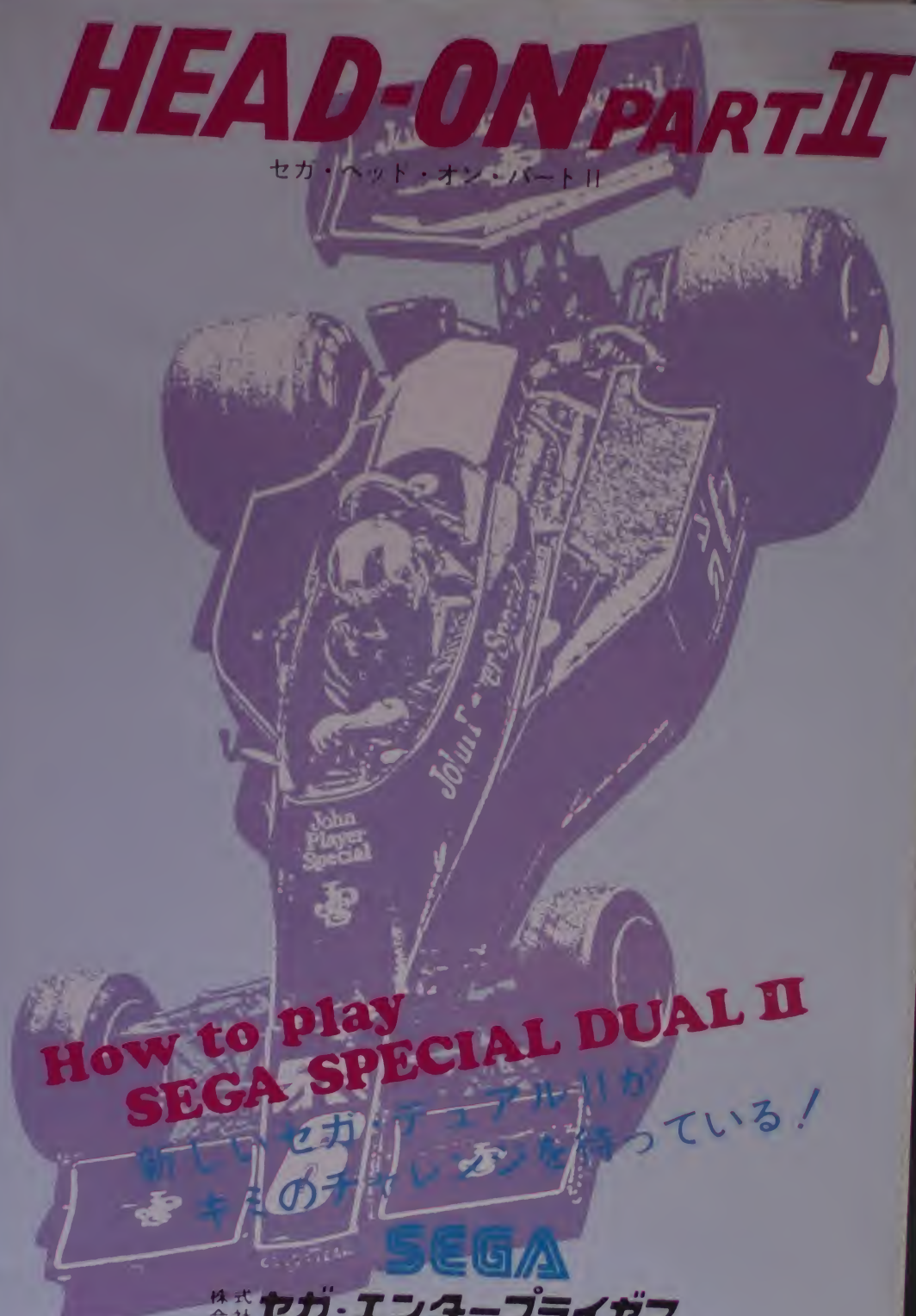
How Do You Cope With the Strong Forces of Invinco?

One Key To a High Score Is ----.

- * **Make Stars and then Shoot Down the Immobile Enemy.**
To avail yourself of time lag produced in the marching rows of Aliens, shoot carefully and change neighboring Aliens into stars. Then destroy the frozen targets quickly.
- * **Fire Without A Break!**
Fire the repeating laser beam without a break to prevent Aliens from attacking. In doing so Invincos will be formed and represented by another shape. They get smaller each time they are shot. You bring them down most effectively by continuous firing.
- * In Game Patterns 3, 4, 6 and 8 (and 10, 12 ---), Aliens move at random. So, in those Patterns, you must shoot them down at one or the other end of a row, to prevent them from advancing.
- * When all Aliens are brought down, any Invincos left alone on the screen will accelerate in speed. So you'd better leave one Alien unshot, to more easily take aim at the slowly moving Invincos.

HEAD-ON PART II

セガ・ヘッド・オン・パートII



How to play
SEGA SPECIAL DUAL II

新しいセガ・デュアルIIが
あなたのチャンスを待っている!

SEGA

株式
会社

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関西支店 大阪府大阪市東淀川区東2-5-1 5F 電話 06(34)53311(代)
横浜支店 横浜市神奈川区白根2-5-1 5F 電話 022(522)4331(代)

HEAD-ON PART II

よりエキサイティングに、
よりスリリングに、内容を一新

◆もう市道ではないノ

市道のコーナーにはターン・ゾーンがつきました。ここで方向転換が可能です。これまでのような直進り一方通行だけでなく、コンピュータ・カーと同じ方向に走れるようになり、コンピュータ・カーの先を走ったり遅れに付いたり、いろいろな走り方ができます。

◆コンピュータ・カーは4台にノ

DOTを全滅させた時に、コンピュータ・カーが1台ずつ増え、最後は4台になります。ゲームは一回とおもしろくスリリングに

◆パターンは無限ノ

コンピュータ・カーは4台以上は増えませんが、パターンは無限に続きます。5パターン以後12パターンまでは、コンピュータ・カーの走り方が各パターンごとにより戦略的になっていきますので、高度のスキルが必要となります。

パターン	コンピュータ・カー	DOTスコア	ボーナス
1	1台	5PT	70%
2	2	10	300
3	3	15	400
4-12	4	20	50%

4パターン以後は各パターンごとにボーナススコアが100PTずつ増える

ハイスコア作戦—— このテクニックをマスターしよう

●1ターン・ゾーンを使って、キミの車をコンピュータ・カーと同じ方向に走らせることで、正面衝突の危険を少なくしてDOTを減らすことができる。(図-A)

●1ターン・ゾーンには、一番内側のレーン以外ならどのレーンからでも入れる。コンピュータ・カーの動きを見ながら、臨機応変に対応しよう。

●コンピュータ・カーの台数が増えてきたら、1ターンのテクニックを利用して逆方向から走ってくるコンピュータ・カーを、できるだけ少量化して減らすことを心がけよう。

また、1の車が方向転換すると、コンピュータ・カーも直入の1ターン・ゾーンで減速を受けるので注意。

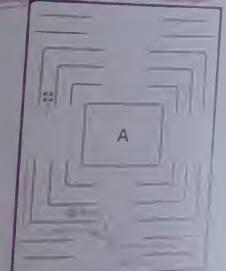
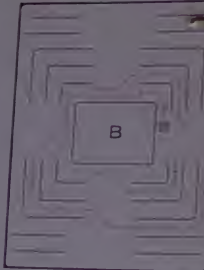
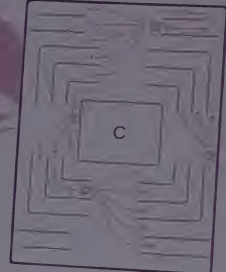


図-A プレイヤーの車
図-B コンピューター・カー

- 1の1ターン・ゾーンは、内側のレーンに入る時は、一度外側のレーンに出てコンピュータ・カーを避けておいて、一気に内側に入る(この逆の走法も使う)を得意なことを示さないように。(図-B) またスピードコントロールも重要だ。
- 1ターン・ゾーンを使う場合は3レーン飛び越しかける。それ以外は2レーンまで。4レーン変更の時は、スピード・ボタンを押し、ゆくりなく(図-C)



コンピュータ・カー
プレイヤーの車

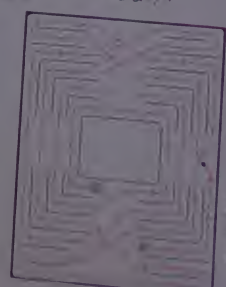


1, 2のパターンはこうして消そう

では、1, 2のパターンのDOTの減り方の一例を紹介しよう。どちらの場合も、1ターン・ゾーンで方向転換を2回行っているのが特長。他にも方法はいろいろある。キミも研究してコンピュータ・カー4台にチャレンジしようノ



1のパターン



2のパターン

インビンコ軍団にキミはどう挑む!

INVINGO

セガ・インビンコ

これがハイスコアの秘訣だ

●スターをつかって大量撃破!

エーリヤンは、各段ごとに移動する時間が少しづつ、ずれている。うまく狙って背後のエーリヤンをスターに変えて、大量撃破しよう。

●速射を使え!

ビーム砲は間をおかずに、次々に速射できる。エーリヤンに攻撃するスキを与えずにやっつけよう。また、インビンコはビーム砲が命中すると、形を変えて小さくなってしまう。小さくなると狙いにくくなるので速射で一挙にやっつけるに限る。

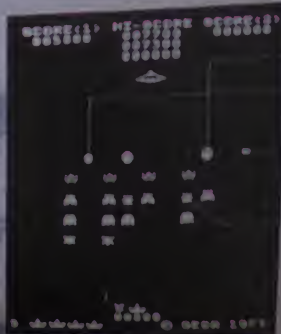
●リバーズ移動する回のパターンは両端から消せ!

3, 4 および 6, 8 パターン(さらに 10, 12 ...) は、エーリヤンがランダムに移動する。この場合は、両端から消すこと。そうしないと、エーリヤンが早く下に降りてくるからだ。

●インビンコだけを残すな!

最上段にインビンコだけ残すと、動きが早くなって危険だ。こんな時は、エーリヤンを1個どこかに残しておくこと。そうするとゆっくり動くので楽に狙える。

	スタート位置	弾幕の動き	インビンコの数
1	0	レキューラー	6個(1段)
2	1段下がる	〃	〃
3	2段 〃	リバーズ(両端)	〃
4	3段 〃	〃	〃
5	4段 〃	レキューラー	17個(2段)
6	5段 〃	リバーズ	〃
7	6段 〃	レキューラー	〃
8	7段 〃	リバーズ	〃
9	5, 6, 7, 8 パターンの繰り返し		



- インビンコ最初の大さき。
- インビンコビーム砲が一発命中した後の大さき。
- インビンコビーム砲が二発命中した後の大さき。
- スター

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Gremlin Industries, Inc.

8401 Aero Drive, San Diego, California 92123

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8401 AERO DRIVE
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To:

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Gremlin®/SEGA®

Gremlin Industries, Inc.

8401 Aero Drive, San Diego, California 92123

TO:

A New Game

SEGA/Gremlin



GREMLIN INDUSTRIES, INC.

8401 AERO DRIVE
SAN DIEGO, CALIFORNIA 92123

To:

G A M E S

FIRST CLASS MAIL

The image shows the front cover of a video game box for 'Astro Blaster'. The background is a dark space filled with numerous small, bright stars. A large, bright yellow and orange explosion or rocket engine is visible at the bottom center. Two thin, intersecting lines, one green and one blue, cross in the upper right quadrant. The title 'ASTRO BLASTER' is written in a large, white, outlined font with a red shadow effect. A small 'TM' trademark symbol is located to the right of the word 'BLASTER'.

ASTRO BLASTER™

ADVANCED • PLAYER

The cover art features a dark blue space background filled with numerous white stars of varying sizes. A large, bright blue and white conical beam of light originates from the top center and expands downwards, passing behind the title. A thin, multi-colored diagonal line (spectrum) cuts across the right side of the cover. The title 'ASTRO BLASTER' is centered in a large, white, outlined, stylized font. Below it, the words 'BATTLE • PLAN' are written in a smaller, teal, blocky font.

ASTRO BLASTER™

BATTLE • PLAN